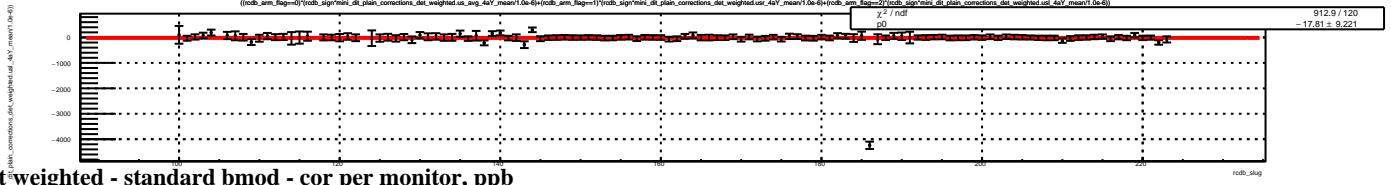
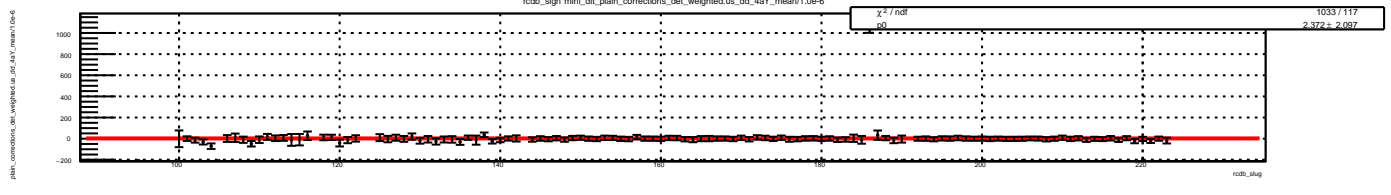
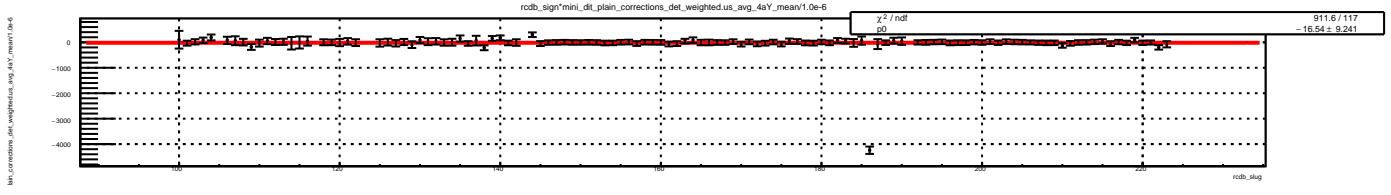
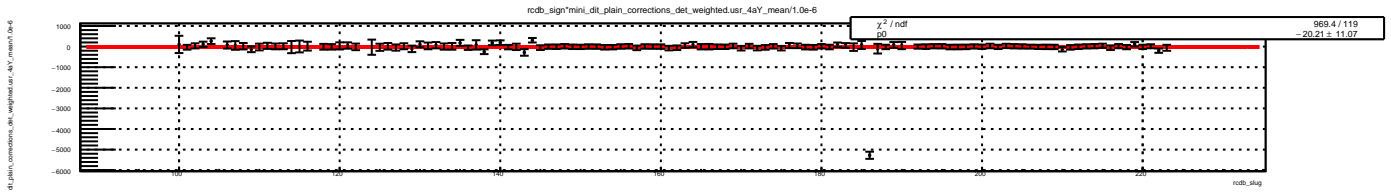
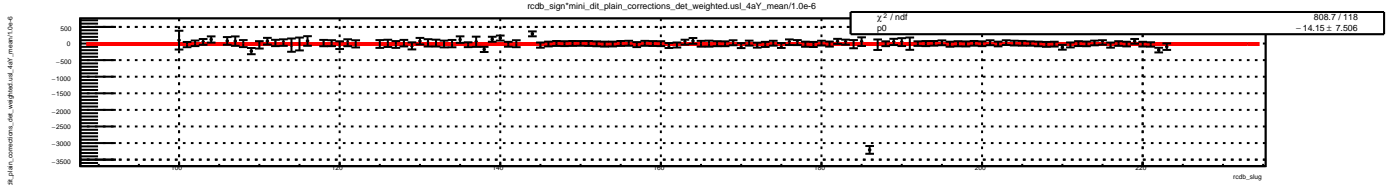
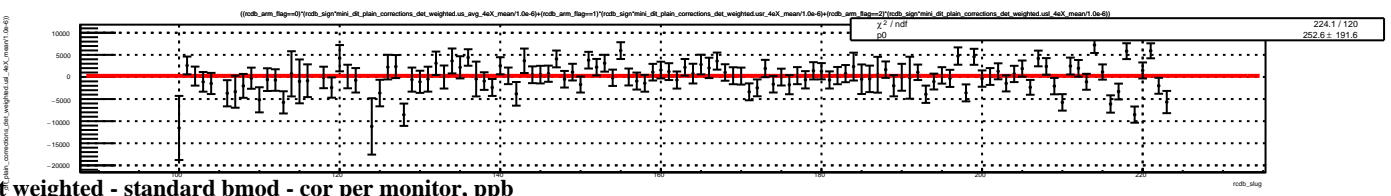
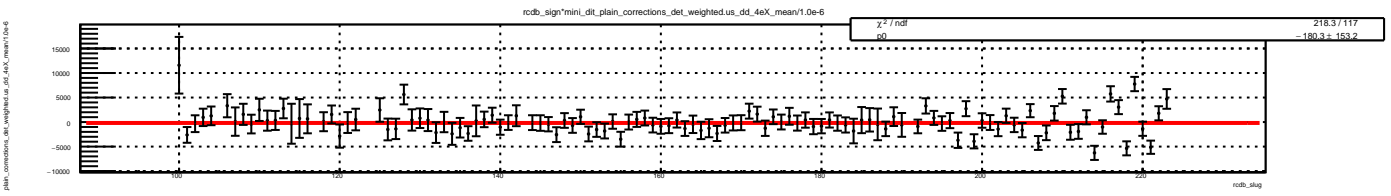
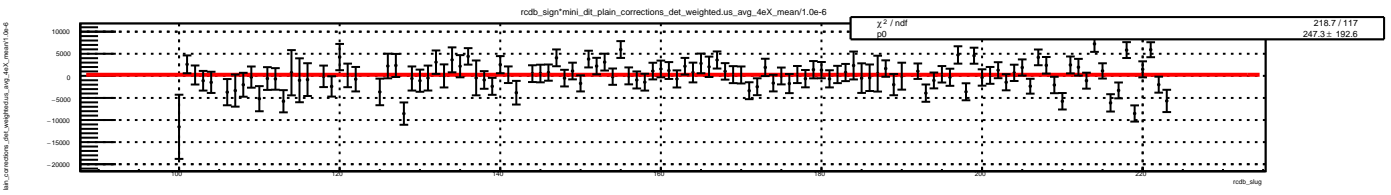
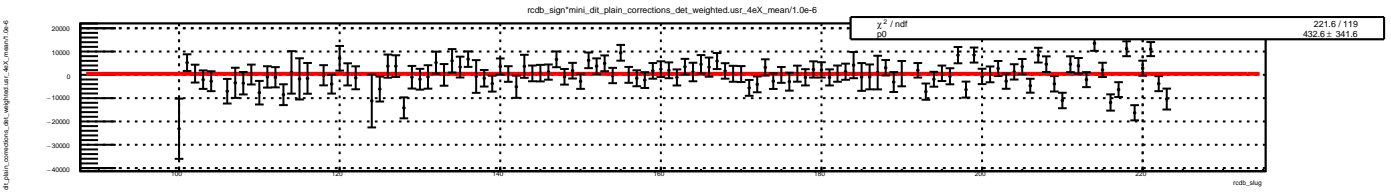
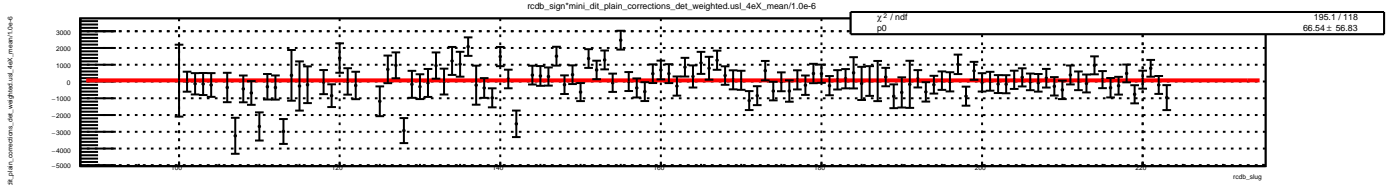


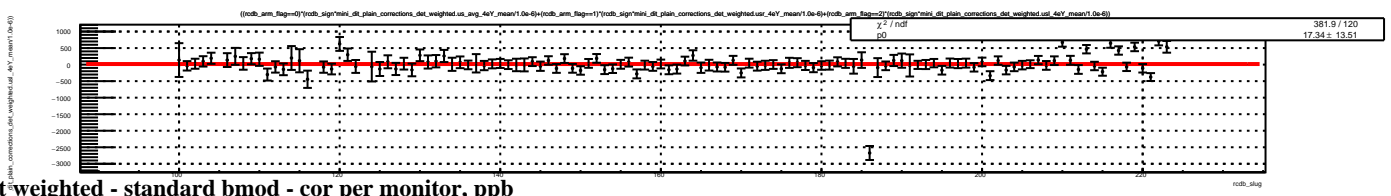
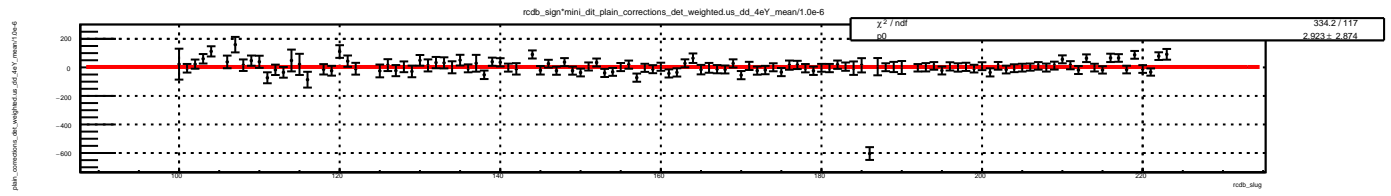
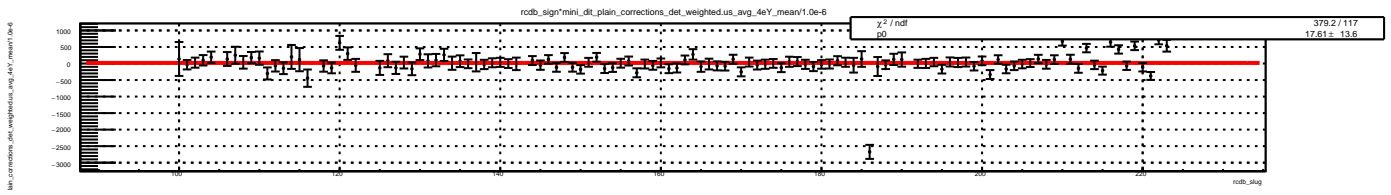
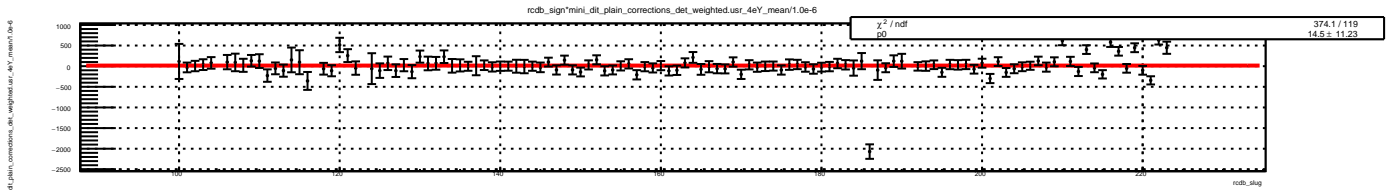
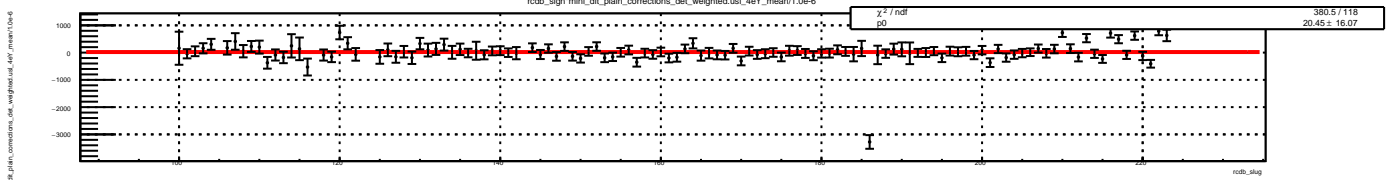
main dt weighted - standard bmod - cor per monitor, ppb



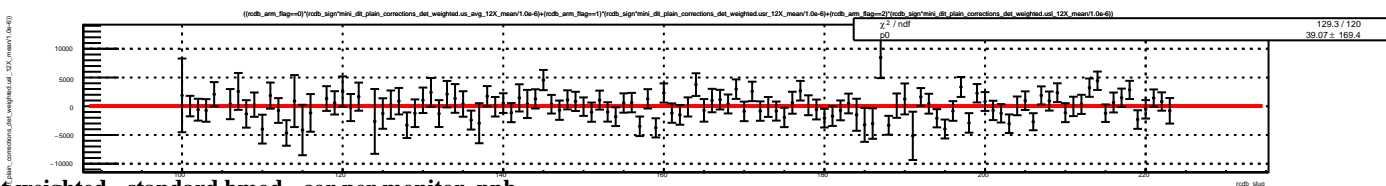
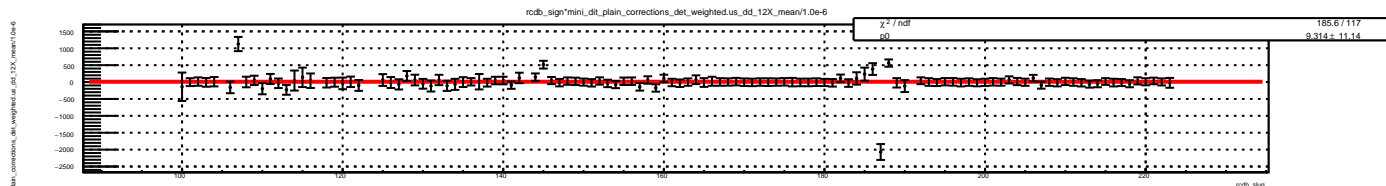
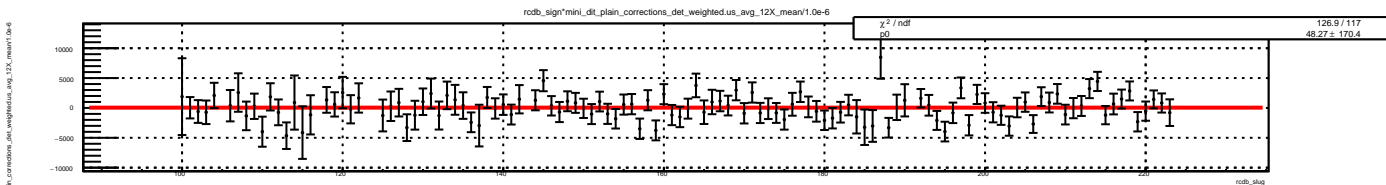
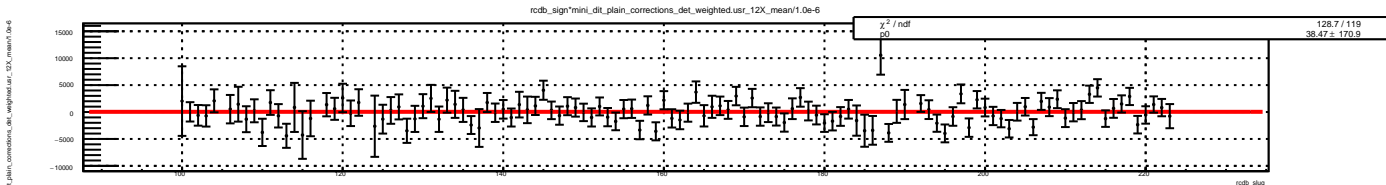
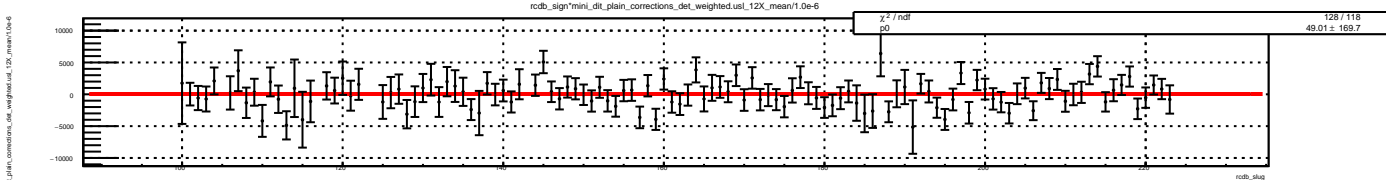
main det weighted - standard bmod - cor per monitor, ppb



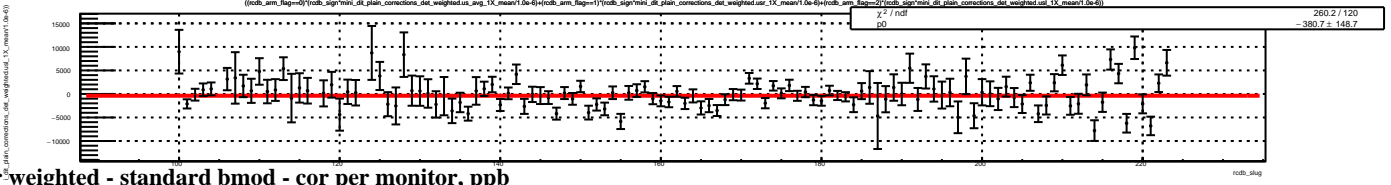
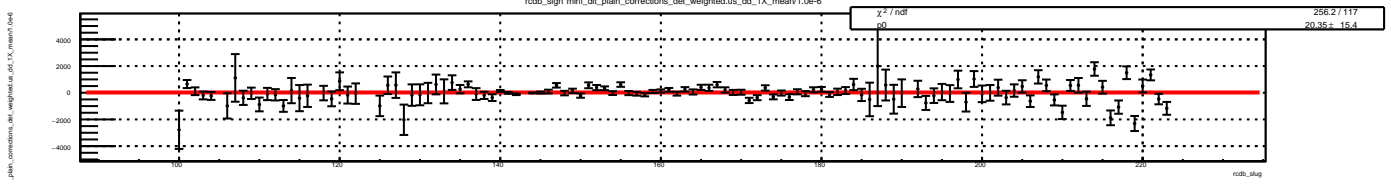
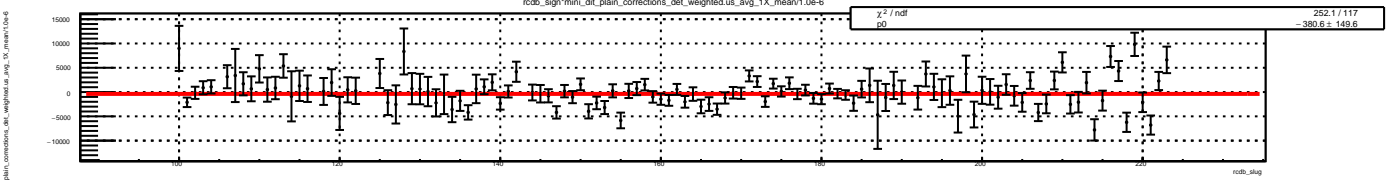
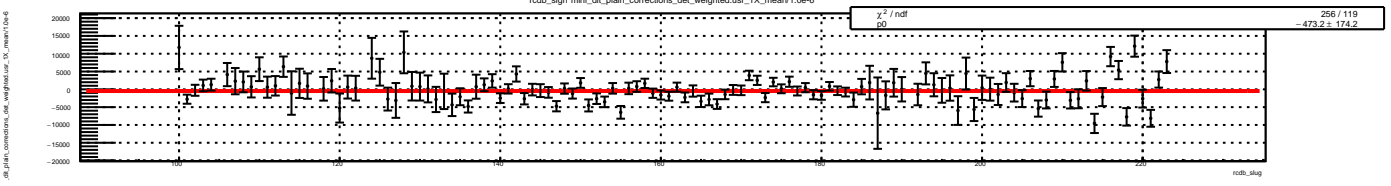
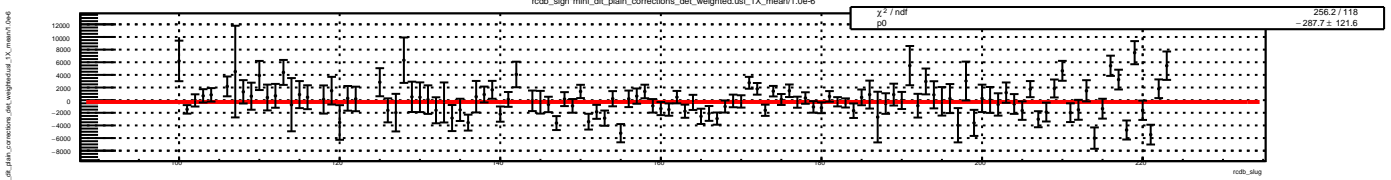
main det weighted - standard bmod - cor per monitor, ppb



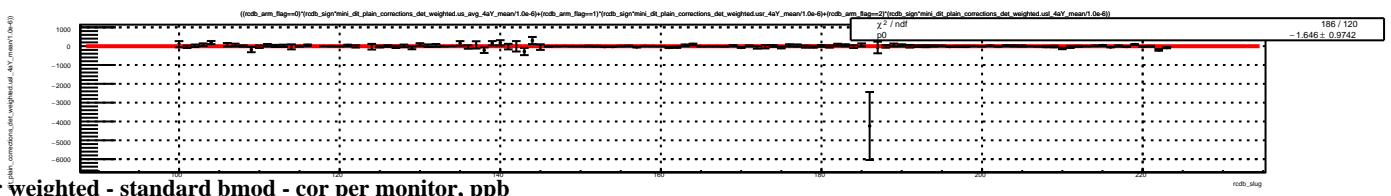
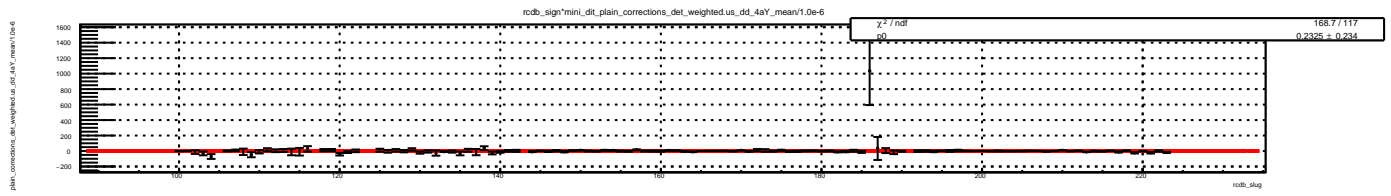
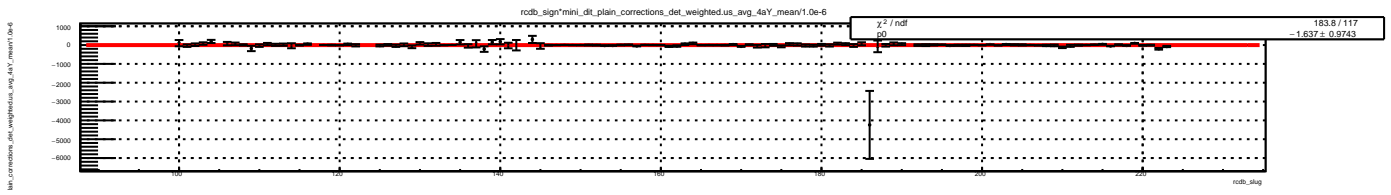
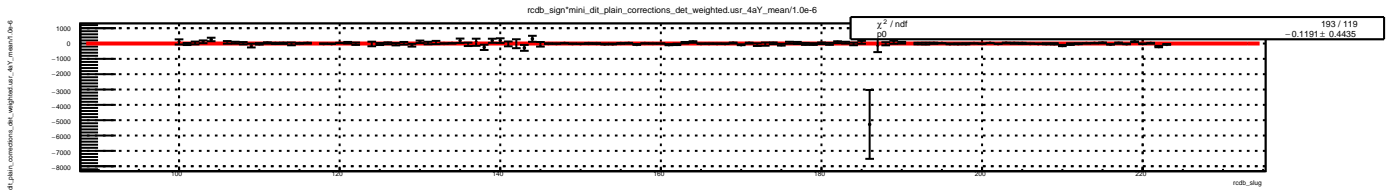
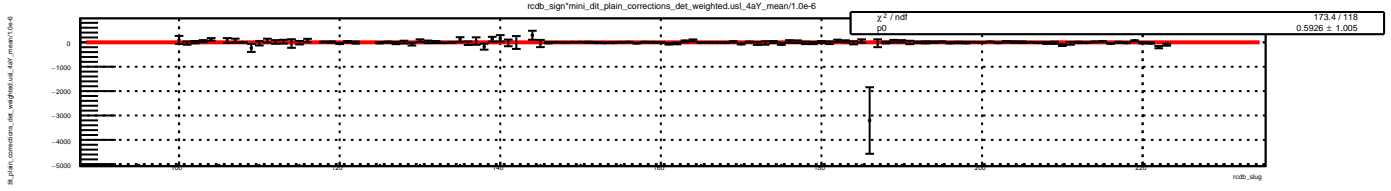
main det weighted - standard bmod - cor per monitor, ppb



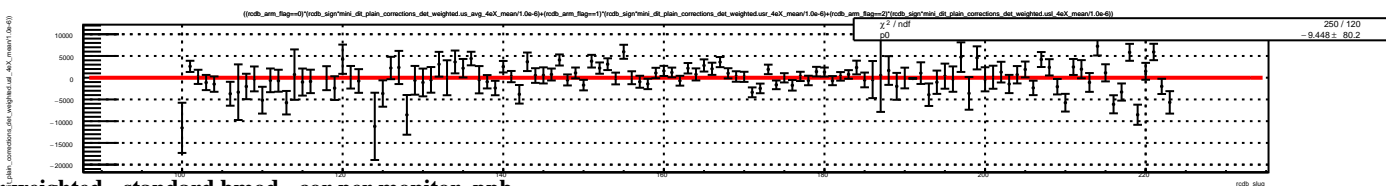
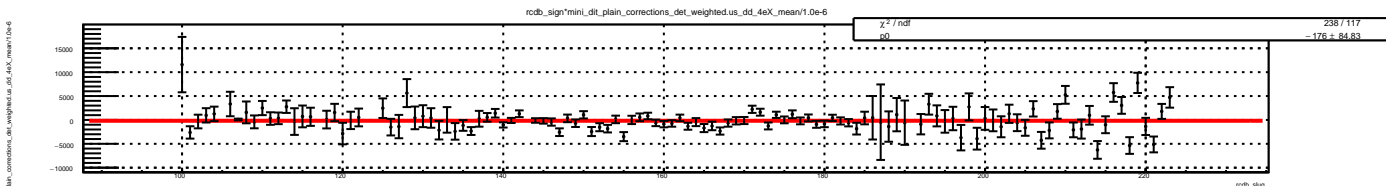
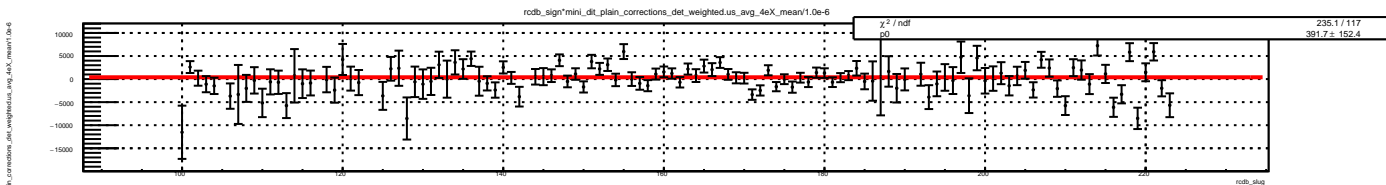
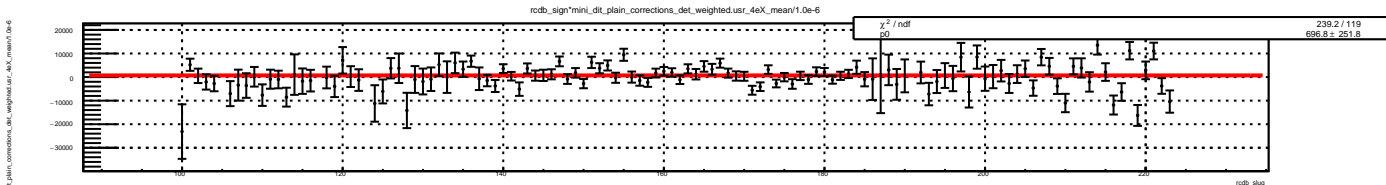
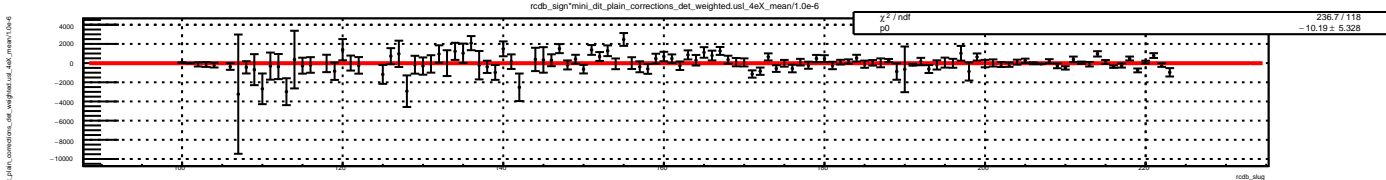
main det weighted - standard bmod - cor per monitor, ppb



local err-weighted - standard bmod - cor per monitor, ppb

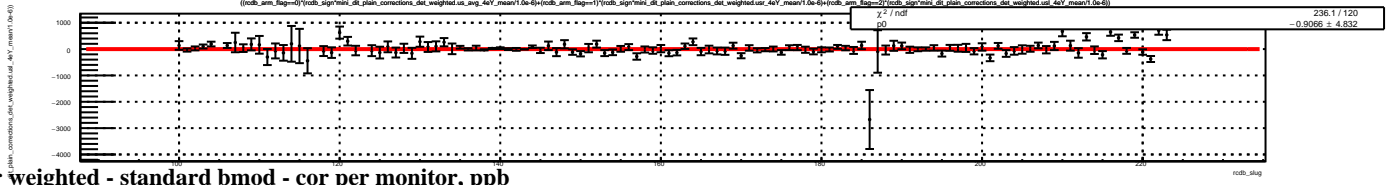
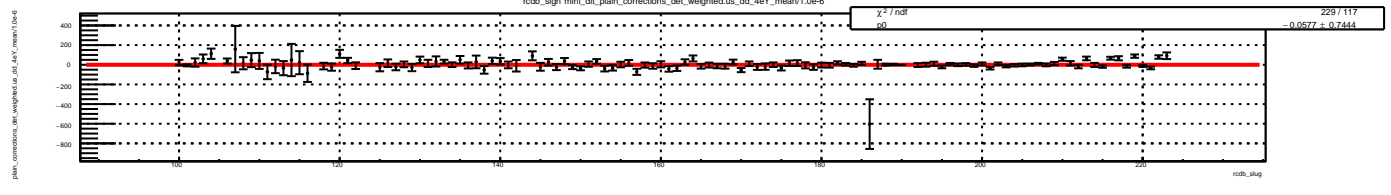
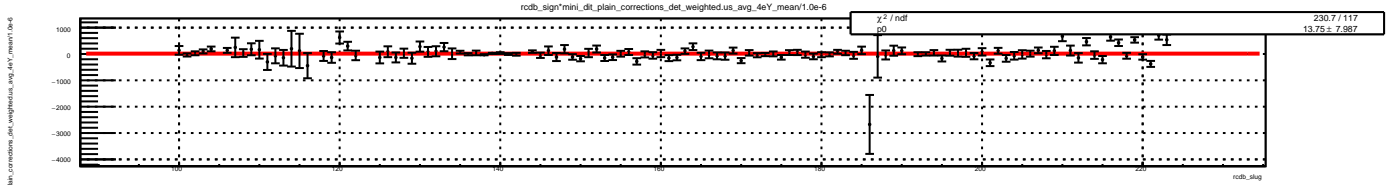
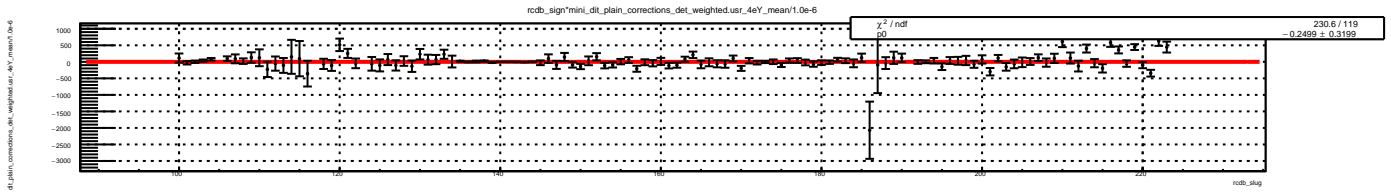
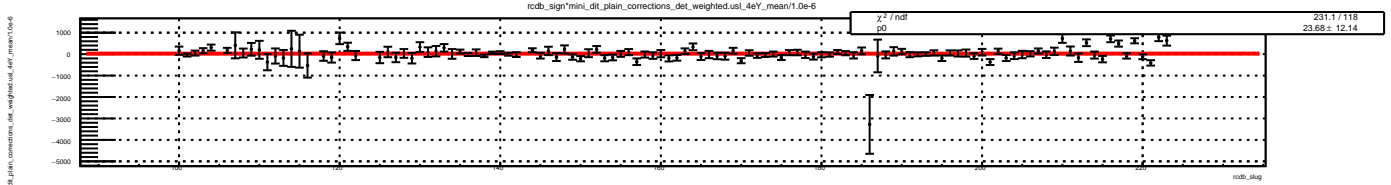


local err weighted - standard bmod - cor per monitor, ppb

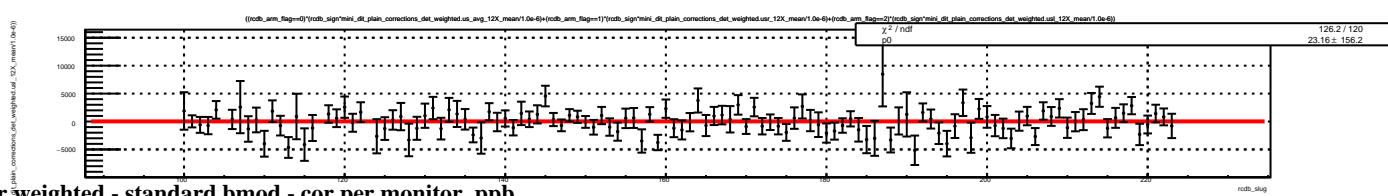
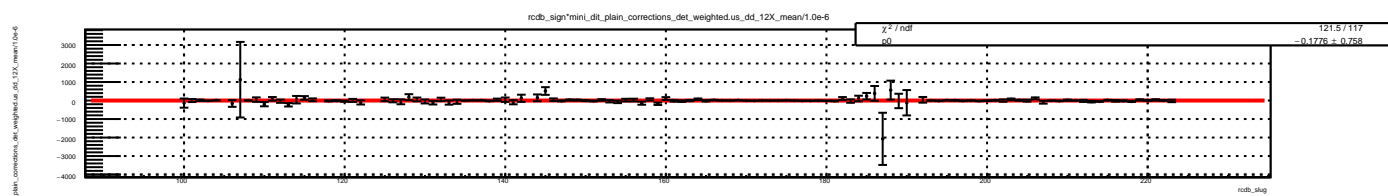
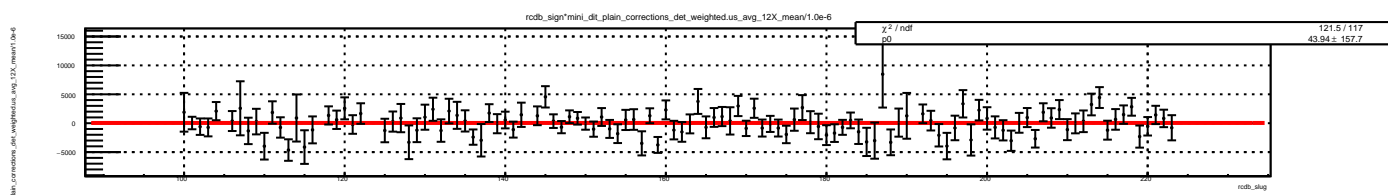
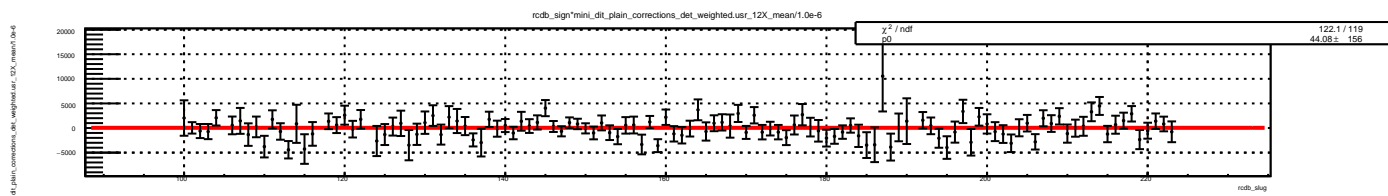
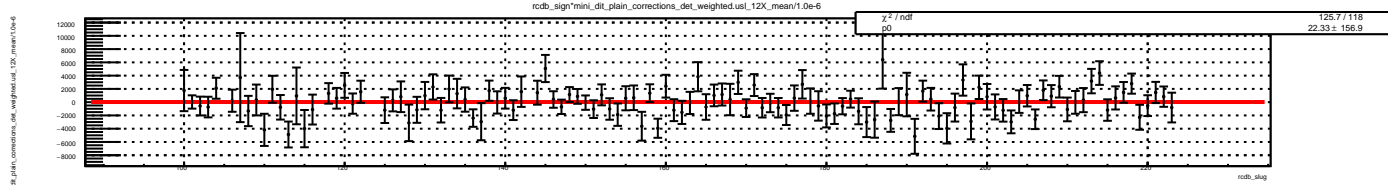


local err weighted - standard bmod - cor per monitor, ppb





local err weighted - standard bmod - cor per monitor, ppb



local err weighted - standard bmod - cor per monitor, ppb